

SYSTEM AND METHOD FOR SERVER-HOST CONNECTION MANAGEMENT TO
SERVE ANTICIPATED FUTURE CLIENT CONNECTIONS

ABSTRACT OF THE DISCLOSURE

A system and method for server-host communication connection management allows for reductions in lag time experienced by client computers in requesting access to host computers through server computers. The system includes a pool of screen objects that are available for subsequent use to provide access to the host computers for the client computers. The system also includes a screen pool manager that monitors the number of available screen objects and initiates creation of additional available screen objects to maintain a sufficient number to reduce lag time while also enforcing a maximum limit of available screen objects to not unduly burden resources of the server computers and the host computers. In an exemplary embodiment, increment, load value, and maximum are used to implement control of both minimum and maximum numbers of unused screen objects that are available.

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